**** Jamie Page

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I am a motivated and open person who is always seeking opportunities to work in a creative, productive and fulfilling environment. Throughout my career I have enjoyed working as part of a team and feel that I thrive in this environment. My recent voluntary work with Spiral Circus for “Silt” (an indie game in development in Unity3D) has been a great opportunity for me to collaborate with other game developers. I have always found computer games and programming to be fascinating. Over the last year I have focused on using Unity3D, this has given me a sound understanding of C# and Object-Orientated Design. My work in Animation taught me to be a productive and resourceful team member, to communicate effectively, to understand the production pipeline, and to foresee possible problems before they arise. I’m hardworking and diligent about high quality production. I love problem solving and enjoy the challenge of realising the vision of the director or team I’m working with.

# Technical Skills

## Languages: C++, C#, HTML

## Game Engines: Unity3D, Unreal Engine

* Unity3D: Currently experimenting with shaders and developing my skills on the VFX graph in Unity
* Unreal Engine: At present I am designing my own game, a Streets of Rage, Street Fighter and Mortal Kombat inspired 2.5D side scrolling beat’em up.

## development tools: Visual Studio, Sourcetree, GitHub

## production software: Spine, Maya, ZBrush, Sketchbook, Photoshop, Premiere, Aftereffects, Cubase and CoolEdit, Toonboomstudio & MS Office.

# Experience

## animator, vfx artist | [Silt (Computer Game) @Spiral Circus](https://www.siltgame.com/)| March 2018 - Present

* *Voluntary Position* working with the small team creating a 2D Under Water game in Unity3D.
* Animating 2D Characters (Spine), creating VFX (Unity3D – Particle System, VFX Graph)

## English teacher | [Apax English](https://teachatapax.com/) (Vietnam) | Jan – October 2018

* Teaching students English (4-15 years old), managing students educational progress, creating showcase and grading videos (Premiere), completing comprehensive monthly reports, exam grading, monthly parent meetings.

## English teacher | Haedoji Yuchiwon (South Korea) | Nov 2016 –Dec 2017

* Creating lesson plans, developing the curriculum, teaching students English (4-13 years old), managing students educational progress,), completing comprehensive monthly reports, exam grading.

## Media centre manager | [Spiral Sussex](http://www.spiralsussex.com) | 2009 - 2016

* Managing a media centre for adults with learning difficulties.
* Creating an online radio station – [Spiral Wave Radio](http://www.spiralwaveradio.com), branding, website design, managing the social media, Creating and managing the production of films & animation.
* Media entre nfrastructure (computer & networking setup, audio equipment & streaming system)
* Developing & running workshops in radio production, film production, safe computer use, music production, Acting & presenting skills, photography and script writing.

## In-betweener animation artist | [Partizan Animation](https://www.partizan.com/) (London) | 2009

* In-betweening the lead animator’s drawings, Cleaning Up Animation (QA)
* Animating various Mr. Men, then performing Clean-Up & Trace

## animator, clean-up | David Wilson @[Colonel Blimp](http://www.colonelblimp.com/) | 2009

* *Voluntary Freelance* for the music video “Let it Go” by the Japanese Popstars.
* Animating character loops, clean-up & trace, digital quality assurance and clean-up (Photoshop)
* In-betweening lead animator’s drawings, Clean-Up & Trace – Ensuring fluid & quality animation.

## In-betweener animation artist | [Ink.Digital](https://www.inkdigitalagency.com/) (Dundee) | 2009

* High quality in-betweening for the animated feature film [“**The Illusionist**”](https://www.imdb.com/title/tt0775489/)
* In-Betweening, Clean-Up & Trace

# Education

## Animation production | 2004 - 2007 | [Arts Institute Bournemouth](https://aub.ac.uk/)

* BA Hons – Traditional Animation (2.2)
* Specialised in 2D SFX animation, character animation.
* Skills developed: Animating (traditional), clean-up & trace (by hand), digital clean up & colouring (ToonBoom Suite, Photoshop), compositing (AfterEffects) & quality assurance.

## multimedia | 2002 - 2004 | [City College Brighton & Hove](https://www.gbmc.ac.uk/)

* National Diploma – with Distinction.
* Digital animation (Flash), web design (HTML), 3D modelling (3DSMax), image editing (Photoshop)
* Radio production (CoolEdit, Cubase), film production (Premiere)

## Iinformation technology | 2000 - 2002 | [City College Brighton & Hove](https://www.gbmc.ac.uk/)

* National Diploma – with Merit.
* MS Office (Word, Access, Excel), programming theory (Object-Orientated), networking (TCP)

# Training

## Unreal c++ developer course | 2018 - Present | Udemy

* Ben Tristem, GameDev.tv, <https://www.udemy.com/unrealcourse/learn/v4/overview>

## Character modelling in maya & Zbrush | 2018 - Present | Udemy

* Nalini Kanta Jena, https://www.udemy.com/realistic-character-modeling-for-game-in-maya-and-zbrush/learn/v4/overview

## C# Unity developer course | 2018 (Completed) | Udemy

* Ben Tristem, GameDev.tv, <https://www.udemy.com/unitycourse/learn/v4/overview>

# Artistic Skills

## 2D Hand-Drawn Animation, Digital Animation, Storyboarding, Draftsmanship, Digital Design, Film production, photography

# Hobbies & Interests

* Since childhood and the days of the BBC Micro I have been an avid gamer. Throughout the years of the snes, Nintendo64 and Virtual Boy! (Which I still own) I have always been fascinated and captivated by computer games. Fast forward to the present day, I love playing Overwatch, CS:GO, Skyrim & TES Online, and brilliant Indie titles such as DeadCells & Gris.
* Time permitting, I also enjoy experimenting on my Raspberry Pi and enjoying classics from MAME.
* I love Anime and Manga, especially Akira and Studio Ghibli films. My favourite and most inspirational artist is [Kim Jung Gi](https://www.kimjunggius.com/).